INSTRUCTION BOOK

DR. MUTO™

TEEN
T
CONTENT RATED BY ESRB

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started (2-3)

Starting Up (4)

Game Controls (5)

Main Menu (6-7)

Options (8-9)

Pause Menu (10-12)

Key Elements (13-14)

Key Characters (15-16)

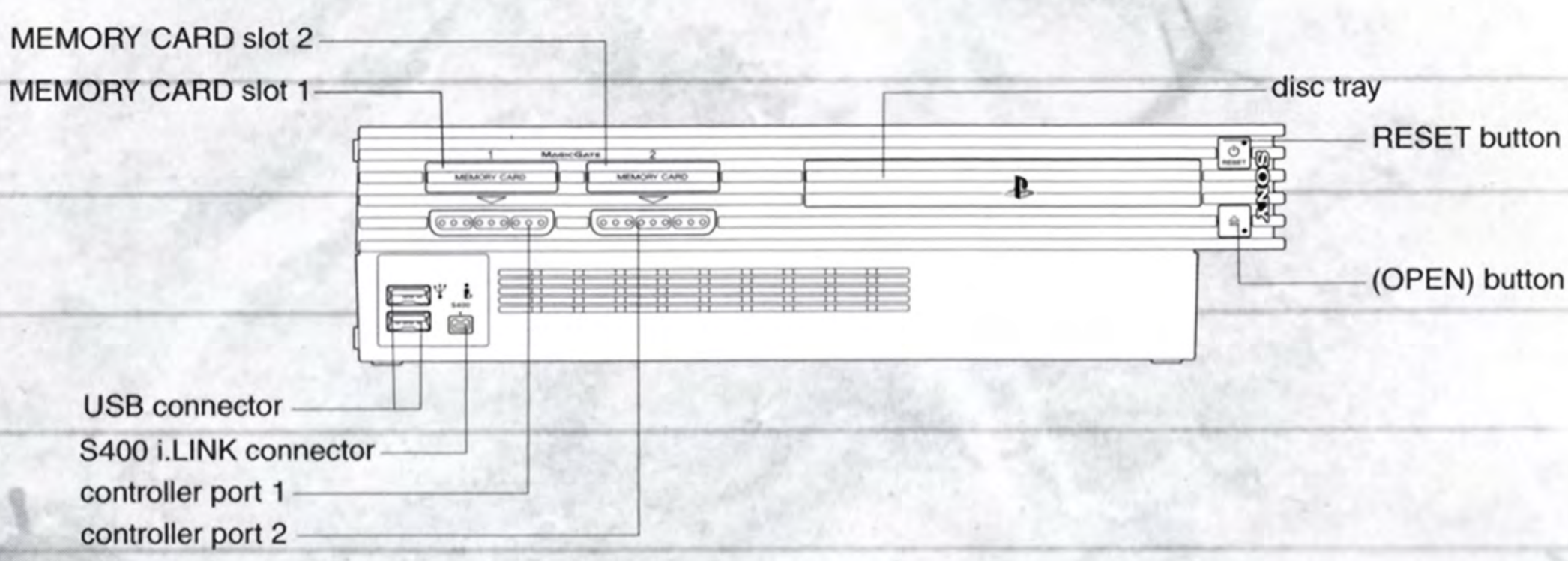
Bonus Tips (17)

Credits (18-19)

Warranty (21)

GETTING STARTED

SETTING UP YOUR PLAYSTATION®2



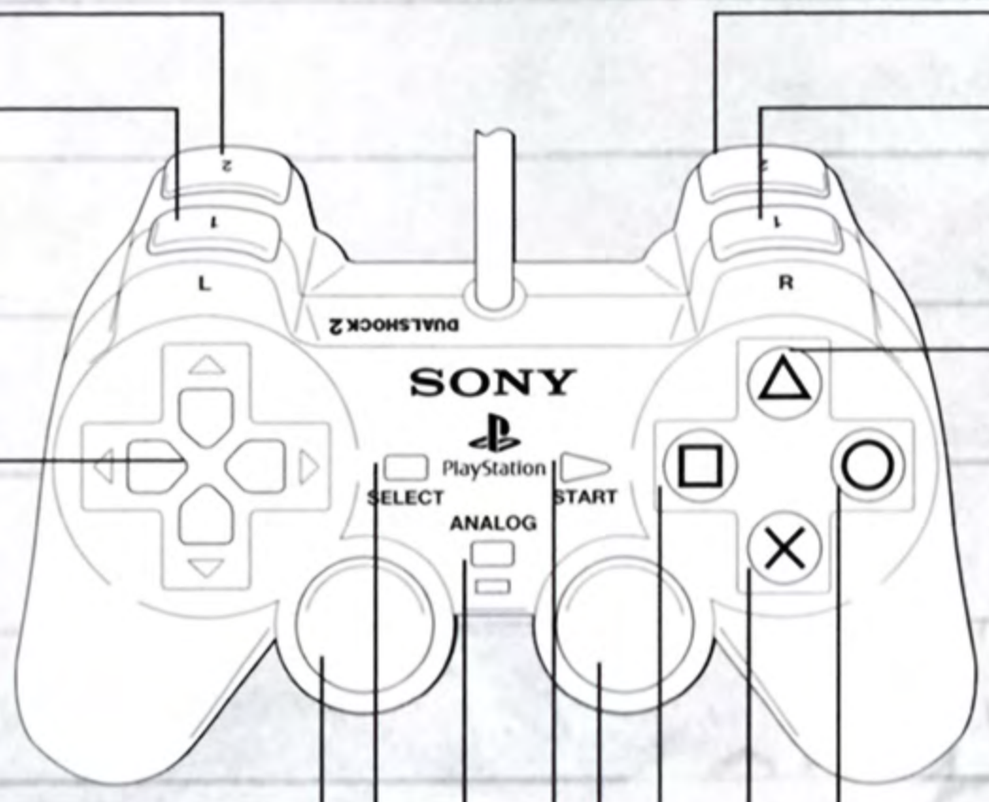
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the (Dr. Muto™) disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MENU & SUB-MENU NAVIGATION

Throughout this manual, ⬆, ⬇, ⬅ and ➡ will signify pressing up, down, left and right on the left analog stick or directional buttons. To navigate through the game menus (i.e. Options), use the left analog stick or directional buttons (⬆, ⬇, ⬅ or ➡ depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the ⊗ button. To go back to the previous menu, press the △ button.

GETTING STARTED

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Take a moment to familiarize yourself with the button layout of your DUALSHOCK®2 analog controller. These buttons will be referred to throughout this Instruction Manual. Please see the following pages for the default game controls as well as how to navigate through the game's menus.

QUITTING A GAME IN PROGRESS

To quit a game in progress, press the START (START) button during the game. The Pause menu will appear. Select QUIT GAME and press the ⊗ button. Next select YES and press the ⊗ button once again.

STARTING UP

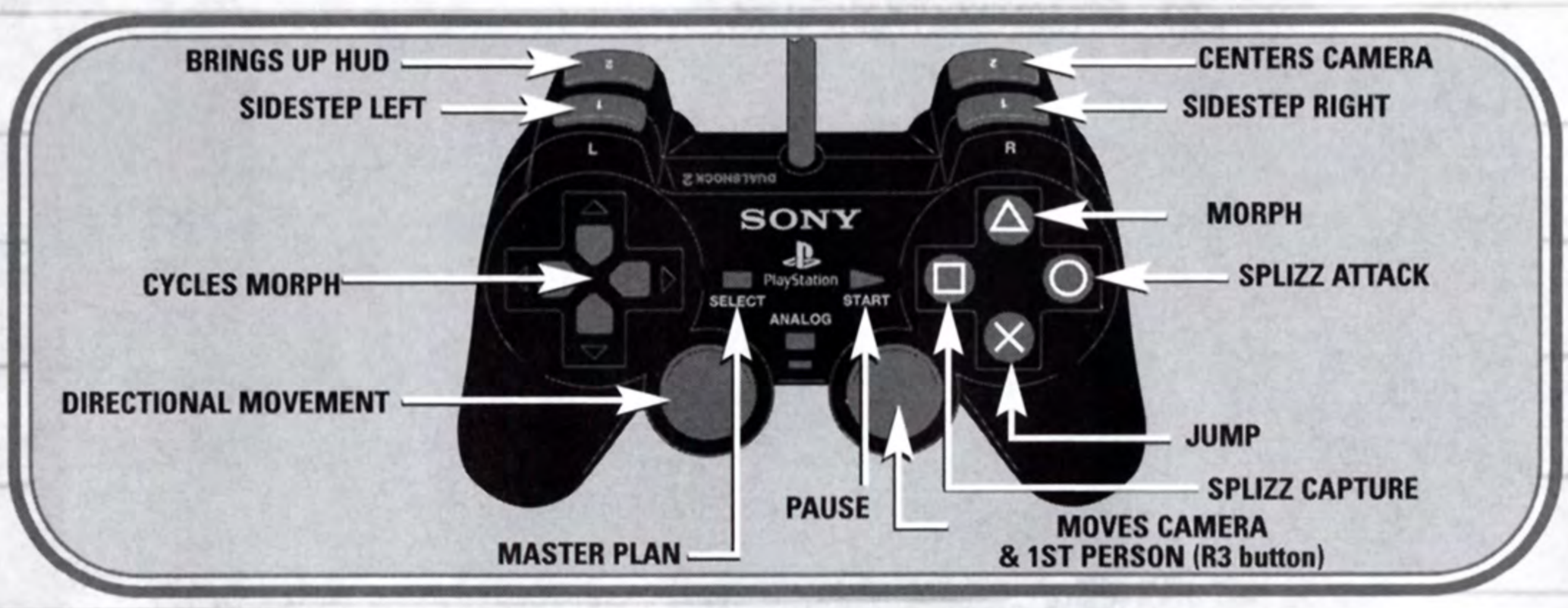
THE DR. MUTO UNIVERSE

You are Dr. Muto - a maniacal, genius mad scientist whose latest experiment accidentally destroyed his home planet Midway (except for his laboratory). With the assistance of his egotistical super-computer, AL, Muto will use his latest invention, the super cool Splizz Gun, to steal DNA, recombine it, and then morph himself into five different cross-bred creatures, all with unique abilities! Muto MUST use his gadgets, morphing ability, and AL in order to find the resources he needs to rebuild his home world. As the Doctor would say, "What could possibly go wrong?"

IMPORTANT SAVE INFORMATION

Before you begin playing, it's advised that you insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. A caution screen will come up if you do not have a memory card inserted. Use your left analog stick to select Start Game. Press the ⊗ button to proceed.

GAME CONTROLS



left analog stick:
Pressing ↑, ↓, ← or → on the left analog stick controls your directional movement

right analog stick:
Pressing ↑, ↓, ← or → on the right analog stick controls the camera movement

directional buttons:
Pressing ← or → on the directional buttons cycles morph

⊗ button:
Single tap makes Dr. Muto or Gerbillus Doctorus jump. Double tap to do a double jump. Holding the ⊗ button after jumping will cause Dr. Muto to hover.

For Doczilla, single tap to jump, double tap for butt stomp attack.

For Teradoctyl, single tap to start flying, tap again to land.

For Spiny Docfish, hold the ⊗ button to swim.

For Arachnidoc, hold the ⊗ button to activate aiming mode for web sling. When you lock onto an object, you can grab or pull yourself to it. Once the targeting reticule goes red, release the ⊗ button to web sling to it.

L1 button:
Sidestep left

L2 button:
Brings up HUD

R1 button:
Sidestep right

R2 button:
Centers camera behind user

R3 button:
Toggles 1st person

□ button:
Activates Splizz Capture for Dr. Muto. When morphed, press the □ button to eat enemy. Press □ button again to spit enemy out.

○ button:
Activates Splizz Attack for Dr. Muto. When morphed, single tap for standard attack or hold down the ○ button, then release for a more powerful attack. Experiment with each morph to learn their abilities.

△ button:
Activates Morph

START (START) button:
Pauses game

SELECT (SELECT) button:
Shortcut to Master Plan page for current area (level)

MAIN MENU

NEW GAME

From the Main menu, press ⬆ or ⬇ on the left analog stick to highlight New Game. Press the ⊗ button to begin. An Intro movie will play giving you the scoop on the events that lead Dr. Muto to begin this adventure.

AL (Dr. Muto's snotty, sentient computer) will give more detailed instructions on items you must gather as you proceed through the game. Be sure to listen closely to AL, he will help guide you through each mission. Press the left analog stick in various directions (⬆, ↗, ⬅, etc...) to control where Muto runs.

HUD (HEADS UP DISPLAY)

A - Health Meter

B - Number of health vials collected
20 vials = 1 more health point restored/added to Health Meter

C - Number of isotopes collected in current area

D - Number of DNA collected in current area

E - Number of scrap collected in current area

MAIN MENU

(HUD continued.....)

Depending on where you are in the game, there are 3 other objects that appear on your HUD in the lower left corner of your screen.

Mission Timer - Indicates the time you have to complete an objective

Capture Timer - Indicates how long you can carry a captured object

Key Icon - Indicates if you have a green key or not

The HUD appears momentarily at the beginning of a game and stays hidden until you decide to bring it out again. Press the L2 button to view the HUD.

SAVING A GAME

If you have a memory card inserted you'll be able to save at a transloader located at a designated spot in each individual area. You will be prompted to press the ■ button to save game. Once pressed you will be brought to a secondary screen where you can choose to Save Game. Press ↑ or ↓ on the left analog stick to highlight Save Game and press the ⊗ button. Select between MEMORY CARD slot 1 and MEMORY CARD slot 2, and press the ⊗ button again. You will be able to save up to 3 games.

LOAD GAME

This option allows you to load a previously saved game from your memory card.

OPTIONS

The Options menu lets you view the Control Options, change Audio and more. See pages 8-9 for more information.

PLAY MOVIES

As you progress through the game, movies will be unlocked. Here you'll be able to replay any of these movies.

EXTRAS

In Extras, you can watch 2 behind the scenes pieces on Dr. Muto and be able to preview a couple of other great Midway titles such as Haven: Call of the King™ and Defender®.

CREDITS

Here you'll be able to see the names of the hard working people that brought you this game!

OPTIONS

OPTIONS MENU

At the Main menu, highlight OPTIONS and press the ⊗ button to access the game's Options menu. The Options menu lets you adjust Control Options, Audio and more.

CONTROL OPTIONS

In Control Options choose from Invert Up/Down, Vibration Function, Capture Camera and Active Camera. To turn these options ON/OFF, press ⬆ or ⬇ on the left analog stick to highlight. Press ⬅ or ➡ on the left analog stick switch between ON/OFF. When you are finished, press the △ button to return to the Options menu.

Control options

AUDIO

The Audio sub-menu includes options for MUSIC, EFFECTS, VOICE and AUDIO OUT.

Set the level for MUSIC, EFFECTS, and VOICE. Select a feature to adjust by pressing ⬆ or ⬇ on the left analog stick. Next, press ⬅ or ➡ on the left analog stick to slide the bar left or right. The bar settings will control the volume with the far right being the highest setting and the far left being the lowest.

Adjust your audio options

OPTIONS

AUDIO CONTINUED.....

Press ⬆ or ⬇ on the left analog stick to highlight AUDIO OUT. Next, press ⬅ or ➡ on the left analog stick to switch between Mono, Stereo and Pro Logic.

To RESET these back to the default options, press ⬆ or ⬇ on the left analog stick to highlight RESET and press the ⊗ button.

When you are finished, press the △ button to return to the Options menu.

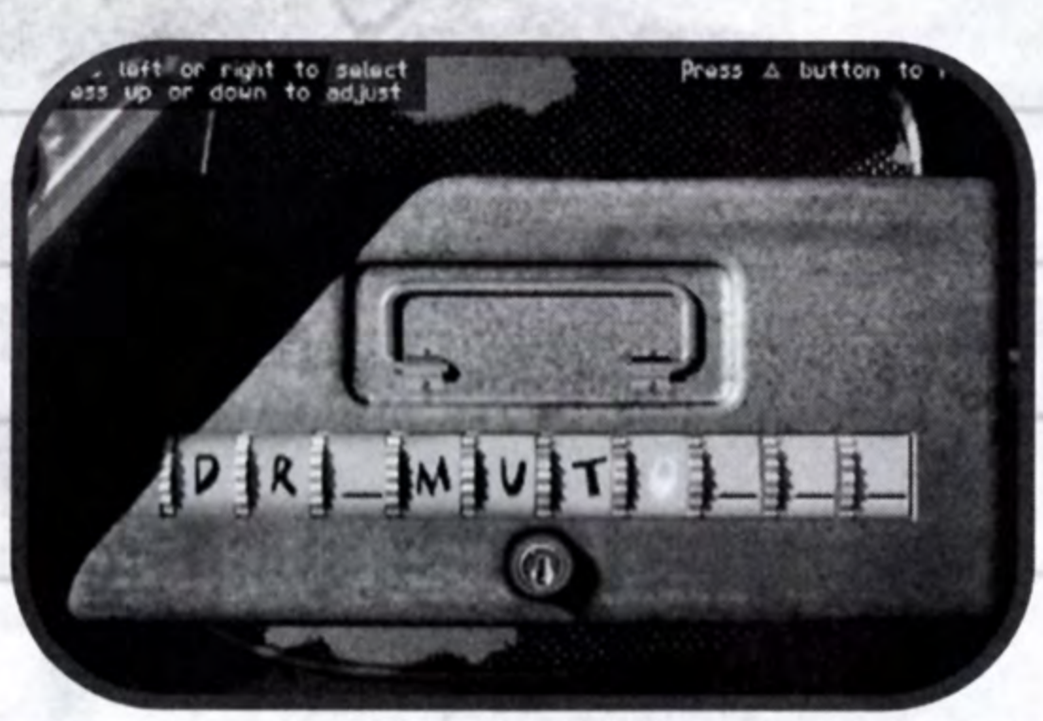
VIDEO

This lets you adjust the Horizontal Centering and Vertical Centering of the game on your television screen. Press ⬆ or ⬇ on the left analog stick to highlight what you want to adjust. Next, press ⬅ or ➡ on the left analog stick to make the adjustments. If you want to return to the default settings, highlight Reset to Defaults and press the ⊗ button.

Adjust the H & V Center

CHEATS

Here you'll be able to put in secret codes that will help you in your master plan to restore your planet.



Search gaming sites for cheats!

PAUSE MENU

At anytime during the game, press the START (START) button to pause the game and display the Pause menu. Here you'll be able to access helpful sections such as Master Plan, Formulas and more. From the Pause menu, press ⬆ or ⬇ on the left analog stick to highlight a selection. Once highlighted, press the ⊗ button to access.

MASTER PLAN

Master Plan is an automatically updated reference page for each area you must go through. Each world in the game is listed in the Master Plan sub-menu. There is the Lab, Totltec, Aqeum, Flotos and Mazon. Press ⬆ or ⬇ on the left analog stick to highlight a world. Press the ⊗ button to select. Within each individual world, are pages that represent each individual area. Press ⬅ or ➡ on the left analog stick to turn the page forward or backward. This will reveal more areas to the current world as well as allow you to view the master plans for the other worlds.

Master Plan menu options

Each Master Plan page contains information specific to a world and an area in that world:

- The name of the world and area
- Number of TERRA pieces you've collected and total possible
- Number of DNA pieces you've collected and total possible
- Number of ISOTOPES you've collected and total possible
- Type and number of available scrap you can find here
- Mission Summary

Each piece of terra found in an area, is tied to one of the missions listed on that page. When you scroll ⬆ or ⬇, using the left analog stick, you will see each mission that must be accomplished within the area. Short descriptions are given for each mission.

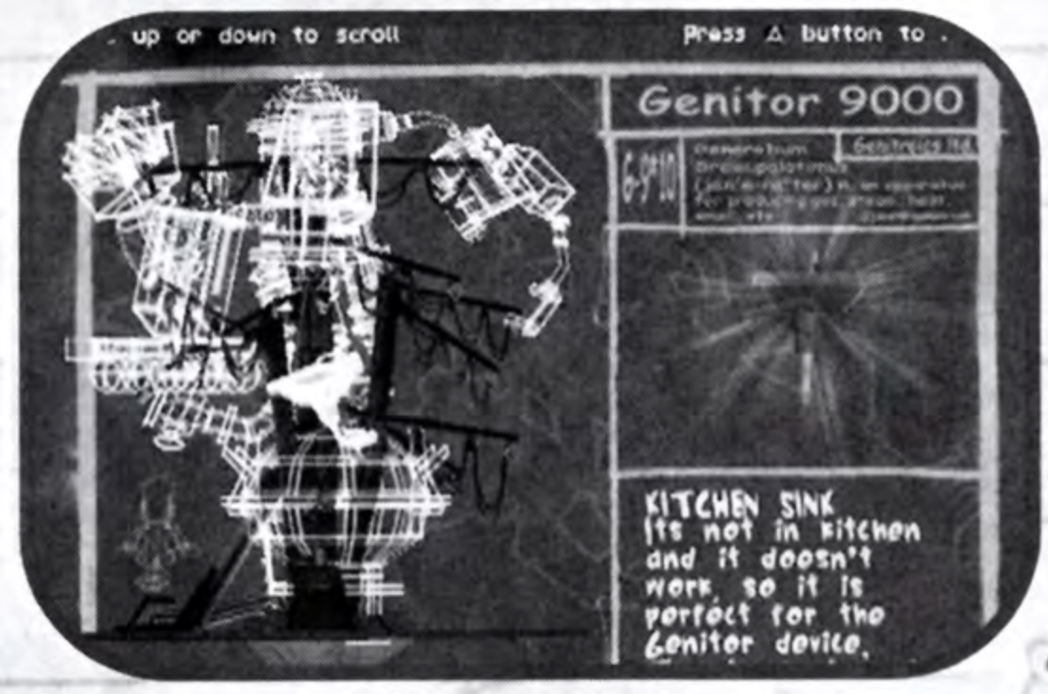
PAUSE MENU

(Master Plan continued.....)

When you've finished a mission and collected the terra associated with it, a green checkmark will appear next to that mission listed on the page to let you know it has been completed.

GENITOR

The Genitor 9000 is the machine Dr. Muto must create in order to rebuild his home planet. It is comprised of 17 Genitor pieces. Each piece is very easy to spot in the game (oversized objects with big glowing halos). They are the components that get assembled automatically back in the doctor's laboratory into the Genitor Device.


up or down to scroll
Press △ button to .
Genitor 9000
KITCHEN SINK
Its not in kitchen and it doesn't work, so it is perfect for the Genitor device.

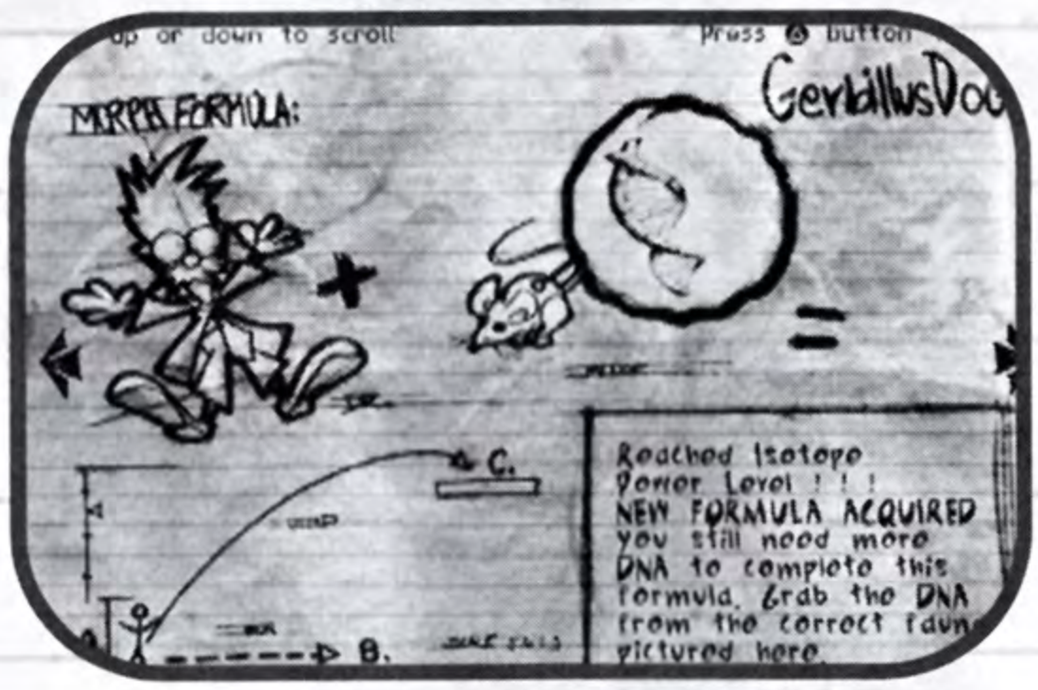
Genitor 9000

On this page you can view a model of the Genitor 9000. You'll be able to see which pieces you have, and which pieces still need to be collected. Press ⬅ or ➡ on the left analog stick to cycle through the 17 pieces. When you come to a piece that has not yet been collected, text will appear indicating the general location it can be found.

FORMULAS

The Formulas pages show the name of the formula and an isotope count needed to unlock it.

The first page shows you Gerbillus Doctorus, which is downloaded for free at the start of the game. The rest of the pages are blank, except for the formula name in the upper right corner and the isotope count in the bottom right corner. Press ⬅ or ➡ on the left analog stick to cycle through the pages.


up or down to scroll
Press A button
MORPH FORMULA:
GerbillusDoc
C.
B.
Reached Isotope Donor Level ! ! !
NEW FORMULA ACQUIRED
you still need more DNA to complete this formula. Grab the DNA from the correct faun pictured here.

Free Gerbillus Doctorus formula

Once you've acquired enough isotopes to unlock a formula, the page will change to show how many pieces of DNA Dr. Muto must collect from a particular fauna (creature) to complete this morph. Once the correct amount of DNA has been gathered, the morph image changes from a sketch to a 3D image of the actual morph. Press ⬆ or ⬇ on the left analog stick to scroll through the description and new controls for the morphed creature.

NOTE: AL, the doctor's super-computer is also powered by isotopes. He reveals each formula when enough isotopes have been collected for him to compute it.

PAUSE MENU

BLUEPRINTS

Blueprints work very similarly to Formulas. Each blueprint page has the gadget name in the upper left corner and the isotope count in the bottom left corner. You'll need to gather the indicated number of isotopes to reveal the blueprint. Press ⬅ or ➡ on the left analog stick to cycle through the pages.

up or down to scroll
Press △ button to
Super Baller
scrap
side
ball
trigger
This is the first toy sold by the ex-military defense contractor — BlastCo. It sold well upon its initial public offering under the name THE
A-2
Blow up enemies with the Super Baller

Once a blueprint is revealed, you'll have to collect 7 pieces of the correct scrap (scrap is the term for the bits used to make gadgets). Each gadget requires 7 pieces of the same type of scrap (ie. hour-glass pieces for invisibility). Once you have all 7 pieces, a 3D image of the gadget will appear indicating it's available. Press ⬆ or ⬇ on the left analog stick to scroll through the description of the gadget.

NOTE: The doctor doesn't have these gadgets in an inventory somewhere. By building a gadget, it means anywhere in the world you can encounter a gadget spawner (a special pad that has a 3D image of the available gadget floating above it) that allows you to collect and use the gadget. When a gadget is not unlocked or completed, the gadget spawner shows a holographic wireframe image of the gadget. An unlocked and completed gadget is shown as a 3D fully textured object.

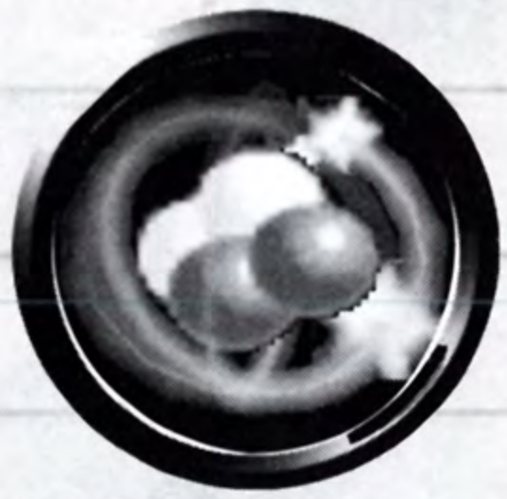
There are 6 gadgets total. 2 of these are already completed at the start of a game as a gift to the player.

1) Super Boots - Gives you 3x jump capability (already unlocked).
2) Rocket Boots - Titan II jet boots that launch you hundreds of feet up into the air (already unlocked).
3) Invisibility Generator - Allows you to be invisible for a few seconds. Useful for avoiding enemies and certain traps.
4) Invulnerability Field - Nothing can harm you except falling from great heights or getting crushed.
5) Pocket Rocket - A rocket launcher. When fired in 3rd person, it auto-targets and homes in on enemies. When fired in 1st person, you fly the rocket into a target.
6) Super Baller - A gattling gun of death that flings out very elastic, bouncy, explosive super-balls that detonate on contact with enemies or objects.

NOTE: Each gadget has a limited time usage once it's removed from its spawner. Spawners, once unlocked, stay unlocked across all worlds. You can always return to a spawner and pick up that spawner's gadget again and again. When a gadget is about to expire, it begins to smoke, falls to pieces and disintegrates.

KEY ELEMENTS

OBJECTS, ICONS & POWER UPS



Come in 1 pt and 5 pt variety

ISOTOPES

Hundreds are scattered throughout each world and it is up to you to find them. Isotopes are the currency that makes everything run. They come in two varieties, Blue/White, which give you one isotope point, and Green/Yellow, which give you five isotope points.

Come in 1 pt and 5 pt size

VIALS

These are what keep Muto's life gauge filled and like isotopes, vials are everywhere. Blast boxes and destroy enemies to find as many vials as possible. You start with three health points. If you collect 20 vials it equals 1 health point. You can attain a maximum of 6 health points. Vials come in 1 point and 5 point vials.

Sample scrap part

SCRAP PARTS

Scrap parts are used to build special gadgets that can give you that extra punch when fighting enemies. These parts are scattered throughout each world and are generally harder to find than other items. Keep your eyes open, because these upgrades are worth the extra trouble to assemble.

Find and smash crates

SCRAP CRATES

When you come across scrap crates, smash them open to find valuable scrap parts.

KEY ELEMENTS

GENITOR PIECE
17 total pieces to collect throughout the game.

TERRA PIECE
7 pieces per area. This is needed to fuel the Genitor 9000.

GOMER CRATES
Launch/spit gomers into them to melt.

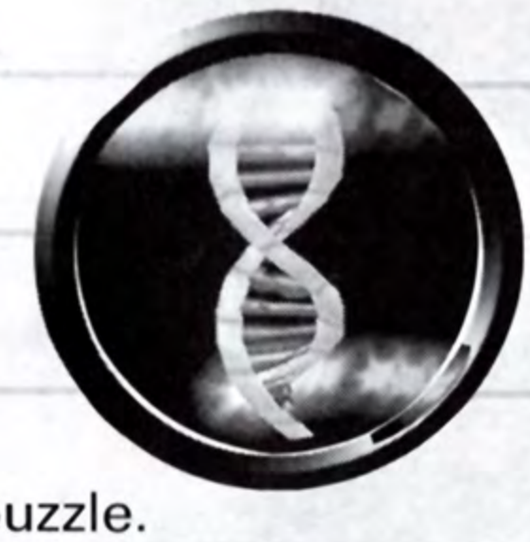
GOMER SWITCHES
Fire gomers into them to activate switch.

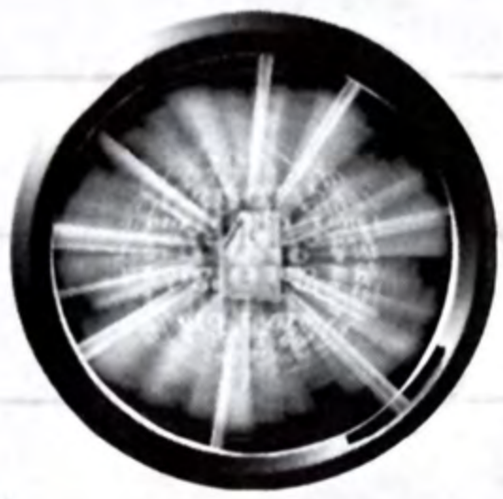
ATTACK SWITCH
Activated by a physical attack such as Doczilla swatting it, Gerbillus Doctorus tail whipping it or a rocket blast detonating it.

SPLIZZ SWITCH
Use the doctor's Splizz capture beam to activate.

FAUNA
Various creatures found throughout the game. DNA is harvested from them for morph formulas.

DNA
Harvested (captured) by Dr. Muto's Splizz Capture or by eating the fauna when morphed.





GREEN KEY
Used in various puzzles. One key per puzzle.

KEY CHARACTERS

DR. MUTO

Full Name: Dr. Irwin Malanger Muto (Dr. Muto)
Age: 30's (he won't tell!)
Sex: Male
Occupation: Mad Scientist

APPEARANCE:

Muto has an abnormally large cranium, a by-product of his family genealogy, since he comes from a long line of distinguished scientists. His hair stands straight up and comes to many jagged points. It is brown with an obvious white streak in front, courtesy of a tesla coil gone awry. His bushy mustache nearly conceals a mischievously toothy grin. He wears neon green rimmed goggles with thick lens for protection and to enhance his vision. Muto always wears a white lab coat, which is a good thing since he frequently forgets to dress himself otherwise!

DEMEANOR:

Brilliant, confident, but physically diminished and a klutz. Muto doesn't move gracefully around a room because of his large feet. He isn't going to win any races or long jump competitions, either. His current goal is to find out who sabotaged his Energy Perpetum 3000 machine and recover his coveted crown as a true Mad Scientist by reinventing his world through the destruction of 4 others!

HOBBIES:

Muto enjoys pacing in his lab and experimenting on any organic thing. Transmutation, beta particle acceleration and quantum mechanics take up most of this mad scientist's free time. He also has a thing for pin-up girls!

PROFESSOR BURNITALL (BOSS OF MAZON)

Age: 54 years old
Sex: Male
Occupation: Magister of Centralis, part time arsonist

APPEARANCE:

Prof. Burnitall is a frail and wiry old man. Burnitall's skin best resembles a finely tanned leather hide. He has shrunk over the years and now stands at half of his original height.

DEMEANOR:

Burnitall is extremely intelligent. He is a cold, calculating villain when he needs to be. He doesn't deal well with the public, but lets his minions do most of the dirty work for him. His motivations are wealth and power.

HOBBIES:

In his extra moments, Burnitall enjoys a smoke or two. Generally, when he runs into something, it catches on fire. It may have something to do with the oily skin, or simply the fact that his cigars burn everything they touch.

KEY CHARACTERS

AL
AL is Dr. Muto's know-it-all, sentient computer. He was invented by the doctor and has become smart enough to take on his own personality. He frequently mocks the doctor, but needs him to collect components and energy. AL is the one who unlocks the formulas and blueprints when he gets enough isotopes.

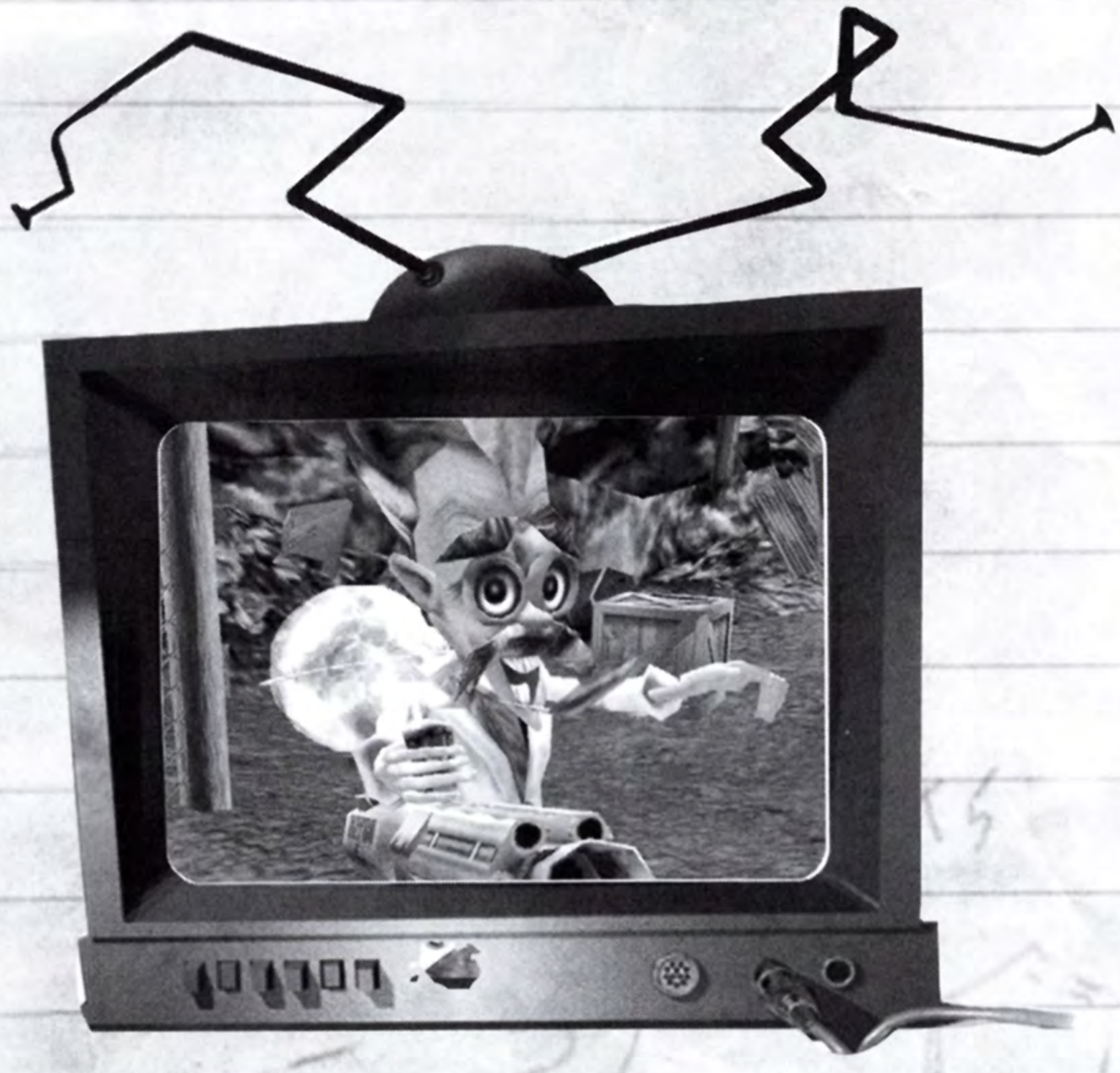
BOSSES OF THE OTHER WORLDS

VINNY
Boss of Totltec (the junkyard planet)

CARLA
Boss of Aqeum (the water planet)

STEELE
Boss of Flotos (the flying planet)

BONUS TIPS



Here are a few bonus tips to help you out during the game.

Tip 1: Be sure to explore the individual areas of each world thoroughly. You never know where an item may be hidden.

Tip 2: Use your Master Plan to get a summary of what you have completed and what you still need to do in your current area.

Tip 3: Remember, the SELECT (SELECT) button is the shortcut to bring up the Master Plan page for the current area you are in.

Tip 4: Some missions can only be accomplished by returning at a later time (once necessary items for the area have been collected).

Tip 5: Take advantage of your double jump ability.

Tip 6: Experiment with different attacks on the various creatures, some will give more vials based on how they are attacked.

Tip 7: Make sure to check each box and grab every item you can.

Good luck

CREDITS

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MIDWAY SOUND LIBRARY AND O/S ENGINE
David Shepperd & Sean Gugler

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Additional Music: Joe Lyford
Voice of Dr. Muto: Wally Fields
Voice of AL: Wally Fields
Voice of Burnitall: Wally Fields
Voice of Vinny: Wally Fields
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Voice of Mom: Lani Minella
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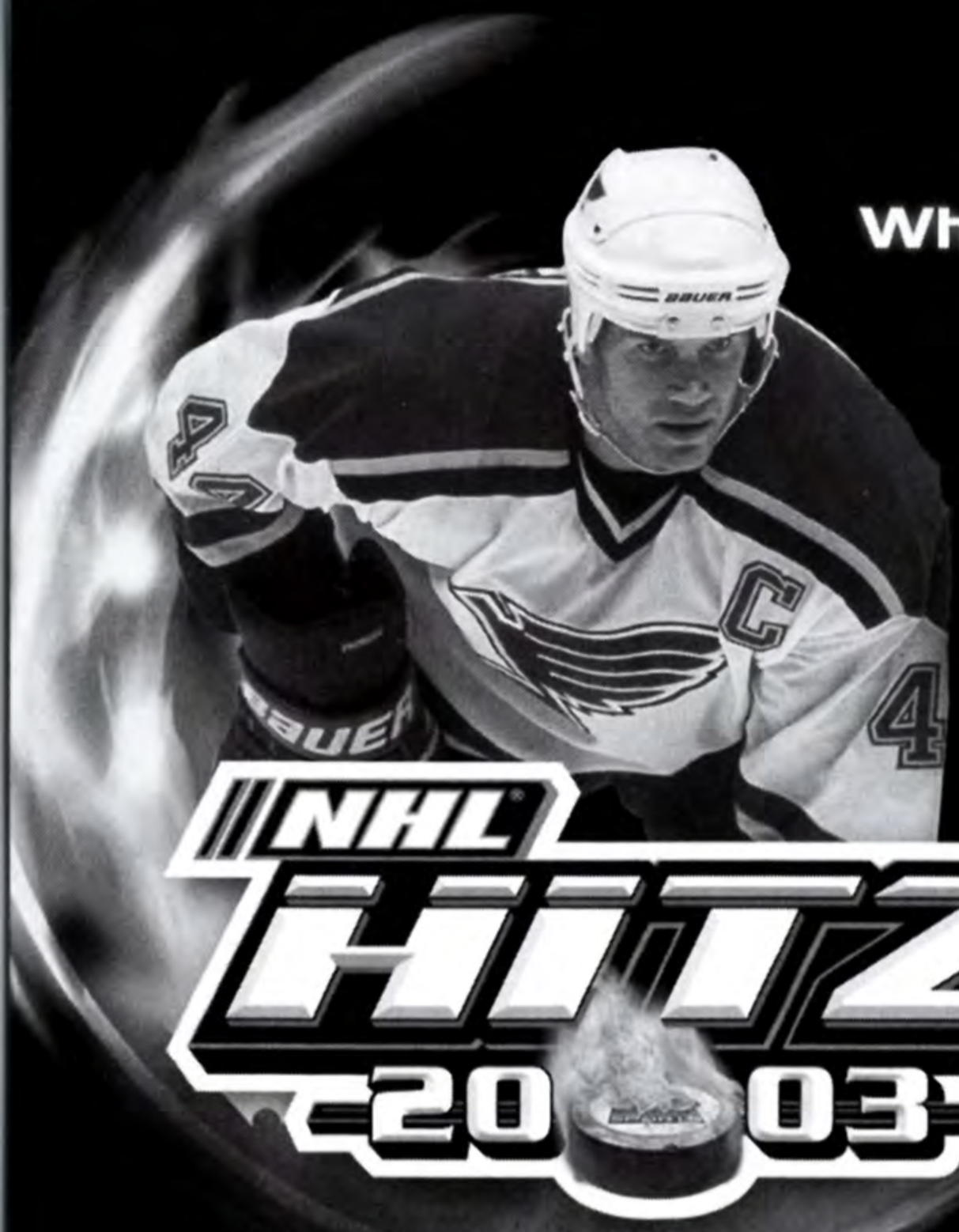

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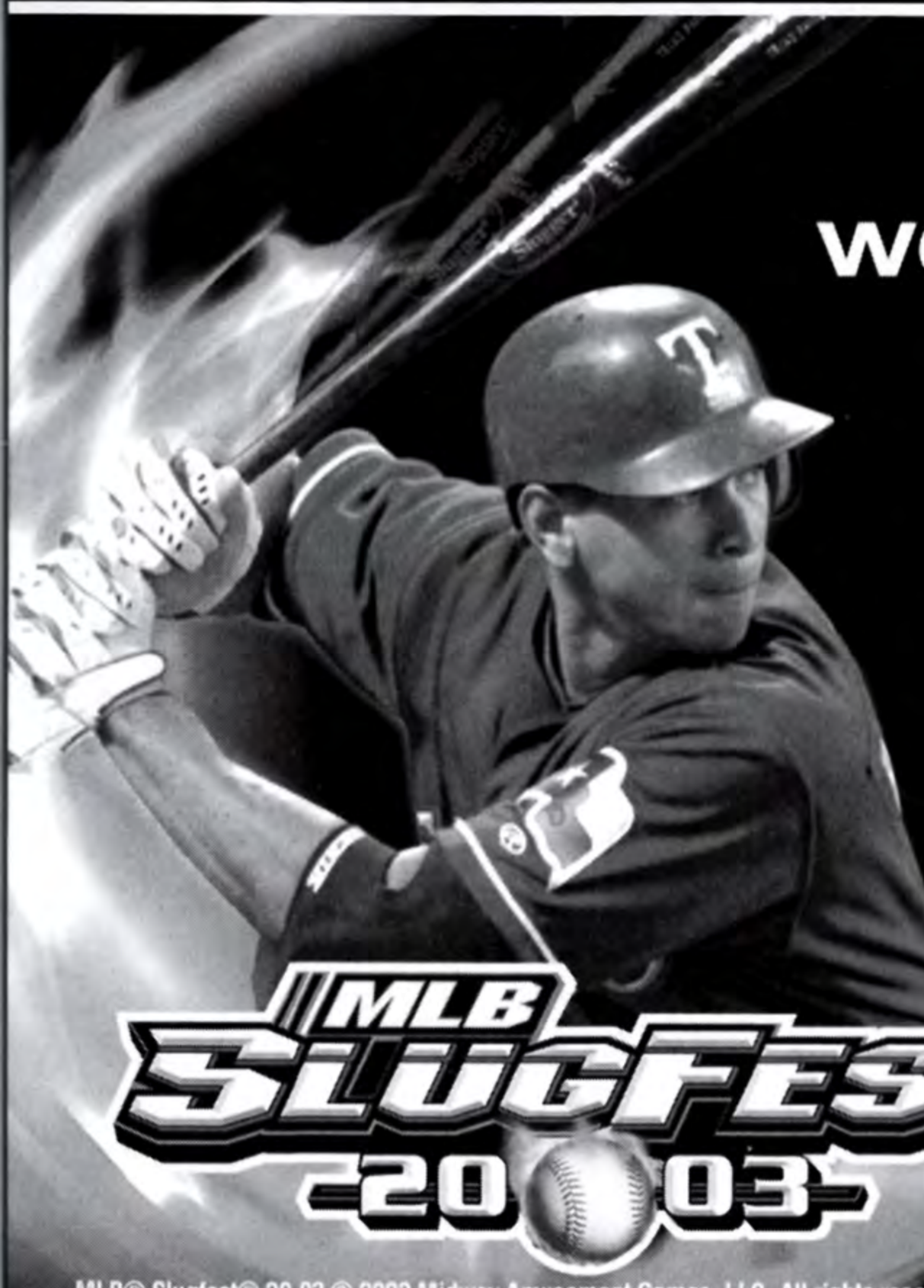

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